APPENDIX: RELICS						
Crystalline Crown of the I	High Septon					
Armies and sellswords m	ay not Oppose your a	rmies.				
Seven times per game, g	ain a Crystal of Knowl	edge.				
Dragonbinder						
You may spend any one	Resource card to allow	w your armies to	ignore the effects	of Strongholds this	round.	
Dragon Egg (x2)						
Once per game, if your H			-	a dragon.		
That army permanently g	ains Support and igno	res the effects o	f Strongholds.			
Glamour Powders (x2)						
Ignore the effects of three	e Dark Wings Dark Wo	ords cards.				
Glass Candle (x4)						
Gain +1 to Forge A Link r	olls.					
If you have the Valyrian S	Stool Magatar link, gair	a ±1 to the result	ts of all rolls made	at the Citadel Tabl	0	
ii you nave the valynam o	steer waester link, gan	1 + 1 to the result	is of all folls made	at the Citadel Tabl	е.	
Glass of Mortlan						
When you Harvest in Sun	nmer, gain +1 Iron and	d +1 Cattle.				
Godswood (x3)						
When you roll a 10+ on D	ig Up Dirt, you may g	ive the Citadel G	M any one Resou	rce card to gain on	e additional Secrets	Card on an ally.
Horn of Joruman						
Your Heir (but not your M	aester) may treat one	of the Brawn X	Traits as any color	r_		
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Hyperborean Crystal					
our armies may use Forced M	arch in the Winter.				
Lightbringer					
our armies gain +1 to the resu	Its of both Give Battle a	nd Conquer roll	S.		
Mask of the Faceless Men					
our armies may Raid areas wit	th Strongholds.				
Obsidian Crown					
our Heir (but not your Maester	) may treat one of the B	rains X Traits a	s any color.		
Ruby Broach					
our Heir (but not your Maester	) may treat one of the B	eauty X Traits a	as any color.		
Seven Cryptic Books of Braavos					
When you trade Resource cards	s for Gold, gain +1 Gold				
Shade of the Evening (x2)					
Once per game, gain a new link	on your Maester's cha	n.			
Conding Conding of Diggle 9 W/h	-it- (v2)				
Smelling Candles of Black & Wh		_			
Once per game, gain a new link	on your maester's cha	n.			
Sorcerer's Tablets of Asshai					
When you Harvest in Winter, ga	in +1 Lumber and +1 W	heat			
The year larvest in winter, ga	I Edinbol and I W				
Tome of Yi-Ti					
When you Harvest in Summer,	gain +1 Cattle and +1 L	umber.			
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Tourmaline Amethyst				
When you Harvest in Summer,	gain +1 Wheat and +1 Iron.			
Valyrian Steel Dagger (x2)				
Enemy armies suffer a -1 penals	y to the results of Give Battle	rolls against your armies.		
Special: You must name this we	eanon and have it declared by	the Game Masters		
opeoidi. Tod maot name tino we	aport and have it declared by	the dame masters.		
Valyrian Steel Sword (x2)				
Your armies gain +1 to the reult	s of Give Battle rolls.			
Special: You must name this we	eapon and have it declared by	the Game Masters.		
Valyrian Steel Sword (x2)				
Your armies gain +1 to the resu	Its of Conquer rolls.			
Special: You must name this we	eapon and have it declared by	the Game Masters.		
Weirwood Collective Conscious				
Once per Round, choose one a	rmy to perform an additional a	ction at the Westeros Table in	lieu of your Heir perform	ing that action.
Weirwood Paste (x2)				
Once per game, gain a new link	on your Maester's chain.			
Weirwood Throne				
When your armies are routed, the	ney can treat lands without cor	ntrol stickers as allied.		
Wildfire (x2)				
Once per round, you may grant	one of your armies Support.			
If you roll a 6 or lower for that ar	my's action, it is disbanded.			